

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)
2-level overcalls reasonably sound, often 6-card suit when a minor
Change of suit F1, fit jumps, splinters only in opposing suit
Direct raises weak, jump cue 4-card raise with 7-10 points
2NT agrees direct M (with 4-card support if space for cue below 3M)
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
15-18 2nd seat with responses as per 1NT opening
11-14 reopening seat with responses as per 1NT opening
Good 16 to poor 19 after 1x-Pass-1y
System on after a 1NT (or natural 2NT) overcall
Transfer into their 4-card suit = shortage
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak but take account of vulnerability and level
New suits F1, 2NT relay - as in response to weak two opening
2NT lowest two suits 5+5+
Reopen: Intermediate, 6+ suit and about 11-14 points
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Over 1m: 55+MM; over 1M: 55+oMm; (1x)-(1y)-2x=55+unbid suits
All cues constructive. Jump cue to 3 level asks for stopper in their suit
VS. NT (vs. Strong/Weak; Reopening;PH)
2♣ both majors, over which 2♦ asks (unless they X) and 2NT force
2♦ one major (or minor over weak NT), over which 2M and 3M P/C
2♥ - ♥ and a minor, over which 2NT asks, 3♣ and 4♣ P/C
2♠ - ♠ and a minor, over which 2NT asks, 3♣ and 4♣ P/C
2NT both minors X penalty by unpassed hand of weak/mini NT
X of strong (min 15+) 1NT or PH: one mm or ♦ (then 2♣ is P/C)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
Doubles T/O 2NT/3NT natural Cue at 3 level stopper ask
Jump/bid of 4m, two suiter: minor bid and other major/(♥ after 2♦)
Cue or jump cue to 4m: both majors 4NT over 4M two suiter or 0♠
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
X=♥ & m, 1♦=♠ & m, 1NT=majors, 2NT = minors
Same a level higher versus 2♣ except 2NT = majors or minors
OVER OPPONENTS' TAKEOUT DOUBLE
XX penalty orientated
After 1any-X, single jumps fit, double jumps are shortage

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	2 nd and 4 th and top of sequence	2 nd and 4 th and top of sequence	
NT	2 nd and 4 th and top of sequence	2 nd and 4 th and top of sequence	
Subseq	---		
Other:			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	A+, AK+, AKJ+, AKQ+	A+, AK+, AKJ+, AKQ+	
King	Kx, KQ+, AK+, KQJ+, KQ10+	Kx, KQ+, AK+, KQJ+, KQ10+	
Queen	Qx QJ+ QJ9+ QJ10+	Qx QJ+ QJ9+ QJ10+, KQ+	
Jack	10x 109+ Q109+ K109+	10x 109+ Q109+ K109+	
10	10x, Q109+ K109+	A/K/Q109+ 10x	
9	109x+	9x, 109x+, J98+	
Hi-X	xx, xxx, xxxx etc.	xx, xxx, xxxx etc.	
Lo-X	Hxx, Hxxx, Hxxxx etc	Hxx, Hxxx, Hxxxx etc	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Low enc, High disc	Low even, high odd	Low enc, High disc
Suit 2	Low even, high odd	Standard SP	Low even, high odd
3	Standard S/P	Low encouraging	Standard SP
1	Low enc High disc	Low even, high odd	Low enc, High disc
NT 2	Low even High odd	Standard SP	Low even, high odd
3	Standard S/P	Smith Peters	Standard SP
Signals (including Trumps):			
Smith Peter on declarer's first lead in NT (low likes continuation by either player) unless a count situation			
On K lead give reverse count or (at NT) unblock; switch to A usually denies K			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Doubles takeout whenever we are trying to find a fit			
Shape suitable if minimum; X of pre-empt = short in suit and opening values			
X of Multi, 13-15 balanced or very strong; X of any P/C bid = TO/suit X			
1♣-(1♦)-X shows 44 MM			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
1x-pass-1M-up to 2♥-X 3-card support for M			
Maximal game try X Responsive X Lead directing X of artificial bids			
X can be value raise if no cue bid available below 3 of our overcalled suit			
XX of art 1NT X penalty; XX if they T/O X our overcall = A-x or K-x			
X of freely bid contract asks for unusual lead, dummy first suit if we not bid			

W B F CONVENTION CARD
CATEGORY: Natural Green
NCBO: Wales - Camrose 2021
PLAYERS: Simon Richards and Jonathan Richards
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
Five card Majors (2/1 style)
15-17 1NT – may contain a singleton honour
1♣ may be a two card suit if 12/14 or 18/19 balanced
1♣ may be short with a five card ♦ suit
1♦ normally 5+ cards except if 4441
Weak twos in ♦, ♥ and ♠
Many fit jumps in competition or by passed hand
UCDA Carding
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
1M-2♣ may include some game invit. hands (0+♣) or FG 4+♣
1M – 3m (Bergen 4-card limit raises) 3♣ 6-8 pts and 3♦ 9-11 pts
Weak Jump Shifts - 1m - 2M and 1♣ - 2♦ NF weak
1♥ - 1NT is 5+♠ with 1♥ - 1♠ showing < 5♠
SPECIAL FORCING PASS SEQUENCES
Vul against NV if opps bid above our non-pre-emptive game
X in FP situation suggests defending; non-natural bids - slam tries
After 1x-(X)-XX up to 3 of our suit
IMPORTANT NOTES
PSYCHICS:
Rare

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2	4♠	Balanced 12-14, 18-19 HCP or Natural 10-20 HCP	1NT 6-10, 2♣ 12+ 4+♣, 2♦/M 3-9/5-9, 3 any 3-9/5-9, 2NT 11-12, 3NT 13-15	1NT (or 1♣-2♣-2♦) 12-14, 2NT 18-19, XYZ Checkback; 1♣-1♥-2♠ nat FG	Fit jumps after OC/X or passed hand; After OC of 1♠ then 2♦ = 5+♥ and 2♥ = 5+♦
1♦		4	4♠	Generally unbalanced – only 4 cards if 4441	2♦ 10+nat FG/3♦, 2M 3-9/5-9, 2NT 11-12; 3♦/M 3-9/5-9; 3NT 13-15; 4♣ splinter	XYZ Checkback;	Fit jumps after OC/X or passed hand; After OC of 1♠ then 2♦ = 5+♥ and 2♥ = 5+♣
1♥		5	4♠	10-20 HCP	2♣ art inv or nat FG; 2NT GF 4♥ card raise, 3♣ / 3♦ Bergen limit four card raises, 3♥ pre-emptive 1♥ - 1NT is 5+♠ with 1♥ - 1♠ showing <5♠	1♥-2♣-2♦ = min art; Long suit game tries 1M -2NT - 3♣ 11-14 pts / 3♦ 15+ no shortage / 3♥/♠/NT shortage	Two-way Drury if a passed hand - 2♣ / 2♦ showing good 3 and 4 card raises; Cue bids / 2NT good raise
1♠		5	4♥	10-20 HCP	1NT semi-forcing; 2♣ art inv or nat FG; 2NT GF 4♥ card raise, 3♣ / 3♦ Bergen limit four card raises, 3♠ pre-emptive	1♠ -2♣-2♦ = min art; Long suit game tries	Two-way Drury if a passed hand - 2♣ / 2♦ showing good 3 and 4 card raises; Cue bids / 2NT good raise in competition
INT				15-17 - may include a 5M, 6m or bare honour	2♣=asking 2♦=5+♥ 2♥=5+♠ 2♠=5+♣ 2NT=5+♦; 3♣=asking 3♦=5/5 M/M; 3♥/♠ short in suit, all FG. 4♣=ace asking 4♦=6+♥ 4♥=6+♠	1NT-2♣: 2♦ = no 4M 2♥ = 4♥ 2♠=4♠ not 4♥; Transfer breaks - 3M= min 4, others = max 4; Retransfers; Completing m transfer = fit (Qxx+), Smolen;	Lebensohl (FADS); 2NT demands 3♣ (comp or 4 oM); 3 new suit FG after overcall; System on after art X or any 2♣
2♣	√	0	0-4 pts	23-24 bal or art FG	2♣-2♦ relay	2♣-2♦-2♥ - ♥ or bal (2♠ asks)	Pass forcing 5+ points then X T/O; X = 0-4 points
2♦		6 (5)	Pen	Weak 5-10 (4th seat 11-14 6+suit)	3 suit forcing for one round; 2NT enquiry (see next column) 4m=splinter	2 x -2NT - 3♣ min with poor suit; 3♦ min with a good suit; 3♥ max with a poor suit; 3♠ with a good suit	Over X non-jump new suit NF; Fit jumps
2♥		6 (5)	Pen	Weak 5-10 (4th seat 11-14 6+suit)	3 suit forcing for one round; 2NT enquiry (see next column) 4m=splinter	As above	Over X non-jump new suit NF; Fit jumps
2♠		6 (5)	Pen	Weak 5-10 (4th seat 11-14 6+suit)	3 suit forcing for one round; 2NT enquiry (see next column) 4m=splinter	As above	Over X non-jump new suit NF; Fit jumps
2NT				Balanced 20-22 HCP; can have 5M, 6m or singleton Q/K/A	3♣ enquiry 3♦=5+♥ 3♥=5+♠ 3♠=slam try mm / ♦; 4♣=slam try in ♣ 4♦=6+♥ 4♥=6+♠	3♣?: 3♦=4M/2♠, 3♥=5♥, 3♠=5♠, 3NT=3♠ after 2NT-3♦/♥, 3♠=5♠ & 2♥/3NT=5♥ & 2♠	X pen by 2NT opener
3♣ / 3♦ / 3♥ / 3♠		6	Pen	Pre-empt 3-10 nv 6-10 vul	COSF: 2NT enq,		
3NT	√		Pen	Gambling solid minor little else	4♣ P/C; 4♦ asking for shortage		
4m / 4M			Pen	Pre-emptive 5-11			
4NT			Pen	Specific ace asking bid	5♣ =0, 5 other = ace in that suit, 5NT=2, 6♣=♣A	Responder later raises with K in opener's suit	Pass = 0, X = ace of their suit
5♣ and above			Pen	Pre-emptive		HIGH LEVEL BIDDING	
						Cue first or second round controls below 4NT	
						4NT RKCB 1430 (5NT=2/4 +void 6♣ 1/3 void) then 5NT cue K held or other two X/XX=step1 P=step 2 5NT trump enquiry if spades agreed, otherwise pick a slam	
						5♠ trump enquiry if ♣/♦/♥ agreed: 1st (not ♣) =A/K then ask for extra length	
						Jump above game or double jump above agreed minor, RKCB excluding suit bid	
						4m RKCB if m already agreed	

